



The cover art for the Star Wars Galaxies Trading Card Game: Champions of the Force. It features a central illustration of Anakin Skywalker and Padmé Amidala in a lightsaber duel. Anakin, on the left, has red and white stripes on his face and is holding a red lightsaber. Padmé, on the right, is holding a blue lightsaber. Between them is a glowing, ornate cube. The background is a dramatic sky with a large orange sun or planet, silhouettes of Jedi running, and various spacecraft including a Jedi starfighter and a Trade Federation ship. The title 'STAR WARS GALAXIES' is in large, metallic, 3D letters, with 'TRADING CARD GAME' in smaller letters below it. At the bottom, 'CHAMPIONS OF THE FORCE' is written in a stylized font.

STAR WARS GALAXIES™

TRADING CARD GAME

CHAMPIONS OF THE FORCE

Champions Of The Force Campaign

When a landspeeder crashes in a remote part of Dantooine, a hidden cache of Jedi artifacts is found. One of them is a broken holocron called the Codex of Tython. Recording thousands of years of technological accomplishments, several missing fragments will make it operational again. This priceless find will become a boon for the Rebel Alliance or a weapon for domination by the Galactic Empire.



Light Side Campaign: Constructing the Codex

You've found the Codex of Tython on Dantooine, but now you have to find the fragments to complete it. It's an important resource for the Rebel Alliance, and now it's up to you to complete this important mission



Scenario 1 : Escape from Dantooine

Ambushed by a squad of stormtroopers, you must fight your way to the spaceport.

As you emerge from the dark chamber of relics beneath the surface of Dantooine, the sunlight stings your eyes. Carrying the Codex of Tython wrapped in a tarp, you eye the horizon. It seems that no one was aware of the crash of your landspeeder in this remote location. Warily, you start the long trek back to the spaceport.

After a day's travel, you're making good progress. That night, you're surprised by the sounds of something approaching. Hoping it's an animal, you hear instead the metallic voice of a stormtrooper's comlink. 'The perimeter is secured, sir.'

An Imperial officer steps forth from the growing circle of white-armored soldiers. 'I am Captain Adrick, servant of the Empire.' A slight nod and a wry smile betray his confidence. 'We detected the crash of your speeder in a routine patrol. We found the cache, but it was empty.' His demeanor becomes intense as he barks out his demands. 'You have something I want. I intend to take it. Give it to me now, and we'll let you go.'

Standing to your feet, you gather the Codex in one hand. 'I have no love for the Empire,' you begin. 'And no reason to believe you'll let me leave alive, whether I do what you say or not.' You draw your weapon, ready to fight. 'If you want this, you'll have to kill me first.'

Adrick actually sighs a little and says quietly, 'Very well, if that's what you want.' Then he gives a simple order to his troops: 'Kill this fool. Take the relic'



The troopers of Captain Adrick were many, but their poor training and lack of motivation were no match for your courage. They seemed to lose track of you, and you were able to make your escape into the night.

Soon, you meet a lone woman on the road. You are somewhat startled, having not noticed her approach. She is a Zabrak, and dressed in simple brown robes. She raises her hand in peace before speaking. 'I am Drakka Judarri. I helped you escape. Please let me speak with you.' She seems sincere, and you immediately trust her. You put away your weapon and allow her to speak.

'I am a Jedi. I clouded the minds of those Imperials to allow you to get away. Then she asks, 'Did you find the Codex? My father searched for it for many years. I have a fragment myself.' She holds a small crystal in her hand. 'Here, let me show you.'

Drakka takes the Codex and inserts the crystal into one of its many sockets. An image activates on the surface of the holocron. It shows a Zabrak, a Dark Jedi by the look of him. 'His name is Mellichae,' she begins. 'The image shows him on Dathomir. You must go there to find another codex fragment. You must complete the Codex and return it to the Alliance.'



Scenario 2: The Sith Shadows

Your next destination is Dathomir to question Mellichae, the Dark Jedi held prisoner there, to find another holocron fragment.



Arriving on Dathomir, you go to the village of Aurilia, where the Dark Jedi you seek is reported to be held prisoner. Captain Sarguillo, the Zabrak with a long history of defending the town, has only bad news.

'Stormtroopers attacked the jail two nights ago. Mellichae made good his escape,' says Sarguillo, through clenched teeth. 'It was my job to hold him here, and I've failed.'

He takes a deep breath and continues. 'I believe he is in one of the caves to the north.' He points to a local map on the wall. 'I must remain in Aurilia to keep the peace, but I can deputize you to bring Mellichae back. He's probably rejoined those armed thugs, the Sith Shadows.'

You tell the Captain, 'Don't worry, we'll have this Dark Jedi back in custody soon.' You give Sarguillo a hearty handshake and leave on your mission.

Climbing into the hills, you find the coordinates supplied by Sarguillo. You find humanoid tracks. Examining the cave with your electrobinoculars, you detect no activity.

Then a Zabrak with a cybernetic arm shows himself — the Dark Jedi you seek. Behind him are several cloaked figures, most certainly some of his Sith Shadows.

Arming yourself, you step forward. 'Mellichae! I come here as a deputized agent of Captain Sarguillo,' you announce. 'I am here to return you to custody!'

Mellichae says, 'I have had enough of the good Captain's hospitality.' The forest is so quiet you can hear the whine of his mechanical arm. 'I dispatched Adrick's troopers, and you are next.' He ignites his lightsaber.

Without warning, the Dark Jedi leaps toward you to attack. At the same time, his Sith Shadows begin firing their blasters. The most difficult part of your task has just begun.



The clearing outside the cave is littered with the fallen bodies of the Sith Shadows. Mellichae is disarmed, and you have placed him in shackles. 'You and I have some special business, you say to the defeated Dark Jedi. 'You have a fragment of the Codex of Tython, and I need to recover it.'

"Do you expect me to help you find it?' asks Mellichae bitterly.

"I'm learning more each day about how to operate this holocron,' you reply, taking the Codex from your backpack. As you hold the device in both hands, images flicker on its surface. The Zabrak's eyes widen as he sees it.' Sometimes, I think it's talking to me.'

Walking toward the cave, the images begin to slow. Among the crates and containers inside, the Codex starts to glow. You find one spot that glows most brightly, accompanied by a steady hum. You blast open the container and find the fragment within.

Installing this shard into the Codex, you see a vision appear on the new fragment. It shows a woman riding a Rancor beast, and you recognize her as one of the Witches of Dathomir.

Scenario 3: Nightsisters

You discover that Axxva Min, one of the Witches of Dathomir, has been locked away in the Chamber of Banishment and she has another Codex fragment.

Captain Sarguillo greets you with congratulations. The Dark Jedi Mellichae is again an unwilling guest of Aurilia. Without mentioning the Codex, you show the Captain your image of the Dathomir witch.

Sarguillo puts a hand to his chin in thought. That is Axxva Min, queen of the Nightsisters,' he begins, using the other name for the Force-sensitive witches. 'She is imprisoned in a Chamber of Banishment. Getting to her will be difficult. You'll need a key to enter the Nightsister stronghold.' He provides you with the Key of Exile you need.

Days later, you travel through cavernous chambers to cross a bridge and reach the Chamber of Banishment. Weapon drawn, you cautiously enter. You find several Nightsisters guarding a large crystal which contains the essence of Axxva Min trapped within. 'Begone, interloper,' says one of the Nightsisters to you.

'Axxva Min has something I need. I must speak with her.' You take the Codex out of your backpack.

'She is imprisoned for a reason,' says another Nightsister. 'We are here to make sure she remains so.'

'It seems we are at cross purposes,' you say, watching the Codex vibrate and glow. 'Then you will die here,' says one of the Witches.

A bolt of energy suddenly arcs from the Codex to the crystal. With a crash, the crystal is destroyed, and the shimmering form of Axxva Min takes shape. Her eyes fill with malevolence as she ignites her lightsaber. 'Who dares awaken me?'

You must now defeat the Nightsisters and their Queen together to get the next holocron fragment.



Her Nightsister warders defeated, Axkva Min kneels before you. 'You have released me, but humbled me in defeat. Take my life, it is yours.' She spreads her hands wide and bows her head, expecting a final stroke to dispatch her. 'A preferable fate to eternal imprisonment.'

You put away your weapon, holding the Codex in your other hand. You approach the Nightsister Queen, and lift her head to face you. 'I will not kill you, Min.' The Codex glows, and so does a crystal on a chain around the witch's neck. 'I want only this,' you add, reaching forward to snap the chain and take the crystal.

'Tython's Codex!' she breathes, looking hungrily at the holocron you hold. 'What secrets it must hold!'

You fit the fragment into another socket on the Codex, and images flash on its surface. At the same time, another arc of energy jumps from the Codex to the banishment crystal. The figure of Axkva Min shimmers and she is transported inside again. The scattered pieces of the crystal reform themselves with her essence inside. Once again, the Queen of the Nightsisters is trapped within.

On the surface of the holocron, an image of an Imperial admiral on the bridge of a Star Destroyer flickers to life. You don't recognize the officer, but you resolve to find out who he is and how to get to him.

Scenario 4: Hutt Hijack

Investigations lead you to the smuggler Ubis Reendorr. To convince him to divulge what he knows, you must hijack a shipment of battle droids from Shalera, the Hutt crime lord.



With little to go on, you travel to many planets trying to discover the identity of the Imperial officer in the holocron image. Desperate for information, you progress from more reputable sources to those of questionable legality.

Finally, your search leads you to a Rodian smuggler on Corellia named Ubis Reendorr. His numerous 'business' contacts make many kinds of information available to him.

'As a matter of fact,' says Reendoor, 'I do have some contacts that will be able to discover that officer's identity.' He reclines in his comfortable office chair. 'Before I contact them, however, you need to do a small favor for me.'

Your eyes narrow and your jaw clenches as you realize you have nowhere else to turn. 'Go on,' you reply.

It's hard to tell with a Rodian, but he seems to be smiling. 'A shipment of battle droids, headed for one of my clients, has been hijacked. I want you to recover it for me. In the meantime, I'll utilize my sources — at no small personal risk to myself — to find out what you want to know.'

Three days later, you find yourself on the other side of Corellia, sneaking into a Hutt warehouse. The shipment of battle droids is there, ready to be loaded onto a shuttle for transport off the planet.

Peering over some large cargo containers, you're surprised to see the infamous crime boss, Shalera the Hutt, personally overseeing the loading of the contraband. A dozen or more of her pirates and thugs are doing the actual manual labor.

A voice rings out clearly over the hum of the repulsor loaders, 'Hey! There's somebody up here!' Blaster bolts start to fire from all corners of the warehouse, and you know there will be only one way to end this.



When the shootout ends, Shalera has escaped. You've defeated her guards, and they've all scattered. You have no trouble commandeering the shipment and bringing it to Reendorr as he instructed.

He seems surprised to see you. You get the idea that he didn't think you could get the job done. 'By the way, Reendorr,' you begin, 'according to the manifests for this shipment, it wasn't hijacked. In fact, there's a good chance that I just stole it from its rightful owners to bring it to you.'

The Rodian pauses for a second, startled. Then he says, 'Let's not quibble about the details, my friend! A job well done for whatever reason.' He waves his hand, like he's making all the problems go away, charming and despicable at the same time. 'I have that information you wanted right here.'

You both take a seat in his office, after he closes the door. 'So I hear you're looking for holocron fragments,' he begins. At your obvious surprise, he adds, 'No, no, it's okay, I won't let this get around. Anyway, your friend here is, in fact, a Grand Admiral. His name is Andal Sait. He's the captain of the Star Destroyer Blackguard. Rumor has it he might have one of these items in his personal trophy room.'

The smuggler shows you some holos to back up his claim, and they look authentic. You slump back in the chair in despair. 'How will I get aboard an Imperial capital ship?' you wonder aloud.

'Hey, who's your buddy, man?' asks Reendorr. 'I can smuggle you aboard in a supply shipment, and then you contact Chief Engineer Olum. I've dealt with him before, you can trust him. After that, you're on your own.'

Scenario 5: The Grand Admiral

When you return, Ubis tells you that more of the Codex fragments are held by the captain of the Star Destroyer Blackguard, Grand Admiral Andal Sait.



You decide to go along with Reendorr's plan. You'll be smuggled inside a cargo container with a shipment of bacta, which has to remain in normal atmosphere. This is reassuring, since most cargo holds are cold vacuum.

It's comfortable enough for the few hours you have to spend inside. Finally, you hear the 'secret knock' you were instructed to wait for, and spring the door to get out.

You meet Chief Engineer Olum, the man that the smuggler told you about. He hands you a datapad. 'Here's a layout of the ship,' he says. 'The item you're looking for must be here, just off the Admiral's office.'

As you stand up, Olum says, 'Straighten your uniform, this ain't the Rebel Alliance!' Then the old man cracks a smile and claps a hand on your shoulder. 'Good luck to you.'

Trying to look busy, you walk through the corridors of the huge Star Destroyer. You nod and keep moving when anyone takes notice of you.

The only problem on the route is a large common area near the port side main airlock. Olum said he didn't know if there would be anyone in there. As you arrive, you find a dozen crewmen working at various tasks. You also see Grand Admiral Sait himself, speaking with another officer and a few stormtroopers.

You think you're going to make it through without incident until you get a good look at the officer. It's Adrick. Your heart jumps into your throat, but you keep walking, hoping he didn't notice.

'Stop right there!' cries Adrick, pointing directly at you. The stormtroopers ready their carbines. You'll have to fight your way out past the Grand Admiral now.



The battle is fast and furious. Your forces get the upper hand and capture Adrick. The remaining Imperials, including Grand Admiral Sait, disperse. It's certain they're heading for reinforcements, so you have to act quickly.

Even in defeat, Adrick is defiant. 'They'll be back in no time. You don't really expect to escape, do you?'

You begin going through the pockets of Adrick's uniform. 'You already have it, don't you? You haven't had time to hide it elsewhere.'

'What are you doing? I don't know what you're talking about!' cries Adrick. Then you find the Admiral's holocron fragment. Adrick quiets down, but shoots you an angry glare.

'You probably played to the Admiral's ego and toured his little trophy room. Then you took this when he wasn't looking. Thanks for saving me the trouble!' You pocket the fragment and grab your weapon. 'Time to get out of here.'

Rushing to the nearby airlock, you find a shuttle docked, and Chief Engineer Olum is there. 'I've adjusted the transponder, and I'll cover your escape from here.' Thanking the Chief once again, you board the shuttle and make a hasty exit, heading for a nearby planet.

Safely away, you insert the Admiral's fragment into the last remaining socket of the holocron. Images flash with a new intensity, and you gape at the wonders within. You're anxious to return it to your Rebel contacts on Dantooine so that the Alliance can begin to analyze the completed Codex of Tython.